Simplicial surfaces in GAP

Markus Baumeister

30.08.2017

General simplicial surfaces

2 Edge colouring and group properties

Abstract folding

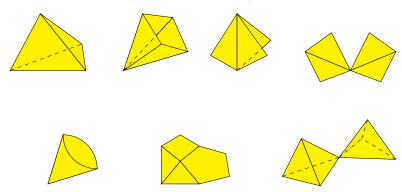
General simplicial surfaces

2 Edge colouring and group properties

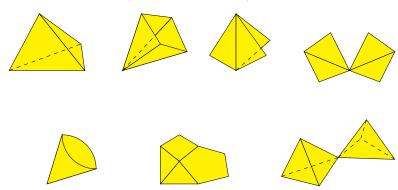
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 ${\sf Goal:} \ {\sf simplicial} \ {\sf surfaces} \ ({\sf and} \ {\sf generalisations}) \ {\sf in} \ {\sf GAP}$

Goal: simplicial surfaces (and generalisations) in GAP



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→ examples of polygonal complexes

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- → incidence structure is intrinsic

A polygonal complex consists of

ullet set of vertices ${\cal V}$

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•2 •3 •5 •7 •11

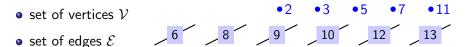
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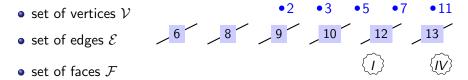
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ullet set of edges ${\cal E}$



- set of vertices \mathcal{V} set of edges \mathcal{E} 6 8 9 10 12 13
- ullet set of faces ${\cal F}$



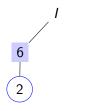
- set of vertices \mathcal{V} set of edges \mathcal{E} set of faces \mathcal{F} set of faces \mathcal{F}
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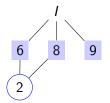
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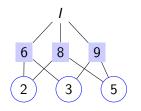


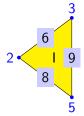
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12

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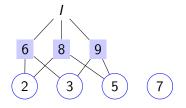


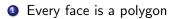
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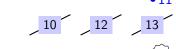
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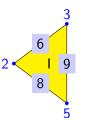
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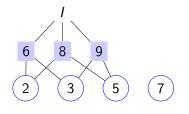


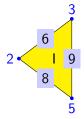
 $\langle \widehat{v} \rangle$



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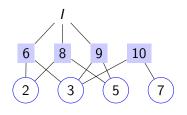
11

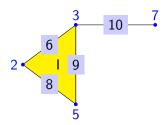
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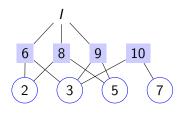


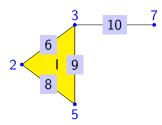


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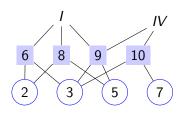


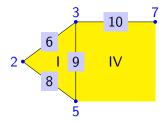
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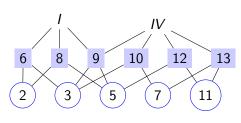
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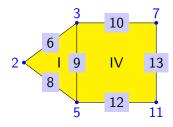




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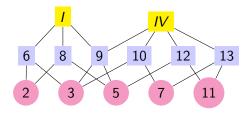
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Isomorphism testing

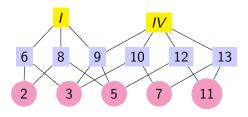
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 \leadsto reduce to graph isomorphism problem Solved by NautyTracesInterface (by Gutsche, Niemeyer, Schweitzer)

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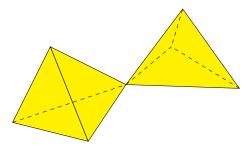
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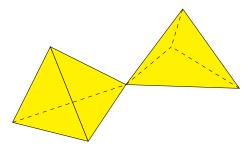
- ⇒ every edge lies in at most two faces (for well–definedness)
- → ramified polygonal surfaces

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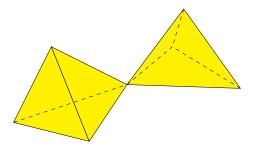


Typical example of ramified polygonal surface:



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Typical example of ramified polygonal surface:



 \Rightarrow It is not a surface – there is a *ramification* at the central vertex A **polygonal surface** does not have these ramifications.

General simplicial surfaces

2 Edge colouring and group properties

Abstract folding

Given: A polygonal complex

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Simplifications:

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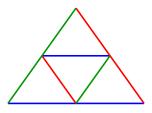
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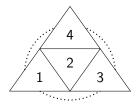
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- → Edge-colouring encodes different lengths

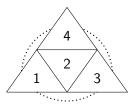


Consider tetrahedron

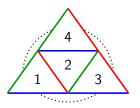
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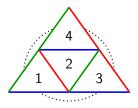
Consider tetrahedron with edge colouring



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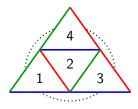


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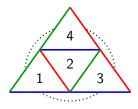
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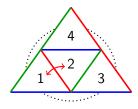
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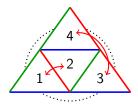
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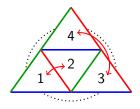
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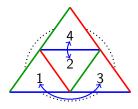
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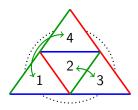
- → every edge defines transposition of incident faces
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Consider tetrahedron with edge colouring



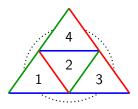
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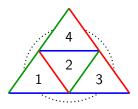
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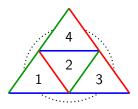
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 - (1,2)(3,4) , (1,3)(2,4) , (1,4)(2,3)
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 - ► The connected components of the surface correspond to the orbits of $\langle \sigma_a, \sigma_b, \sigma_c \rangle$ on the faces

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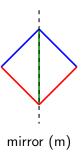


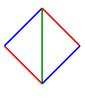
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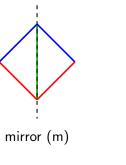


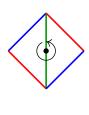
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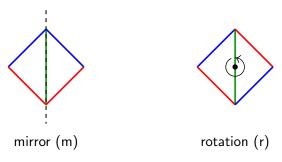


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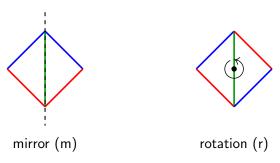


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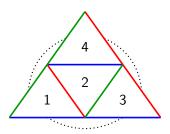
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Permutations and mr-assignment uniquely determine the surface.

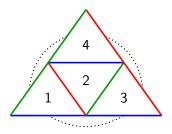
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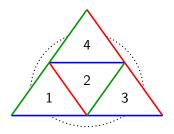


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 - Mirror-colouring defines a map to the triangle.

Construction from permutations

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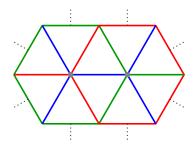
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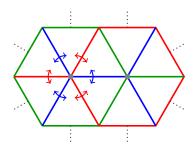
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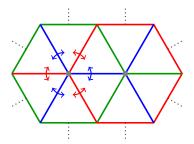
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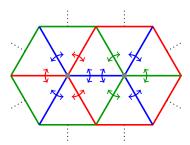
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Construction example $\sigma_a = (1, 2)(3, 4)(5, 6)(7, 8)$

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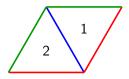
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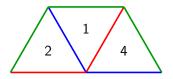
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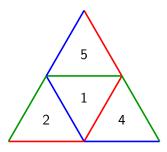
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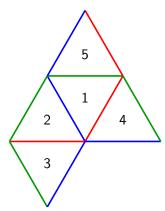
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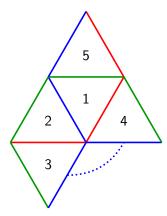
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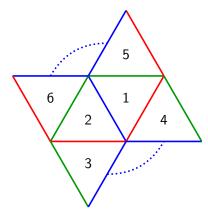
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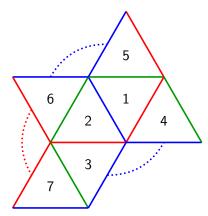
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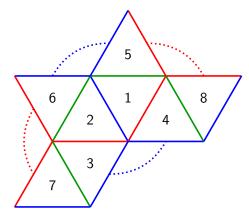
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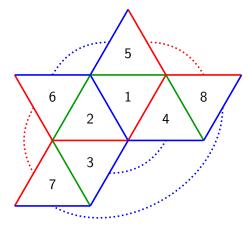
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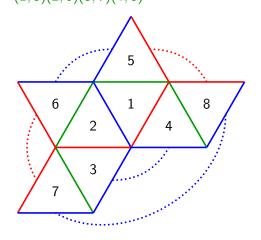
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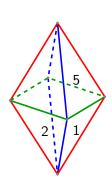
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General simplicial surfaces

2 Edge colouring and group properties

3 Abstract folding

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Why are embeddings hard?

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Central idea:

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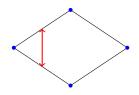
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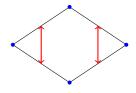
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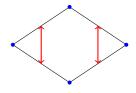
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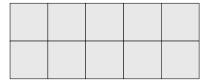
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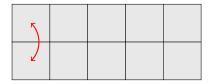
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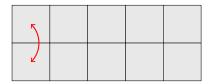
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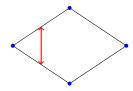
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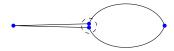
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 - Describe "is folded together" by an equivalence relation
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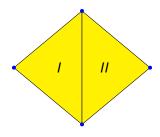
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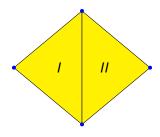
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 - Modify to include face order relations

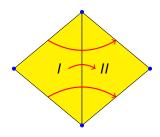
Why do we need more than a polygonal complex?



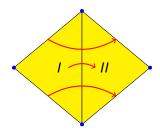
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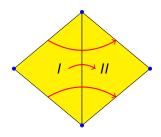
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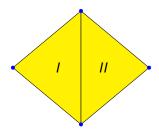


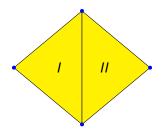
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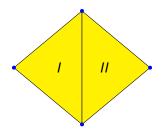
 \Rightarrow Folding state should not forget original structure



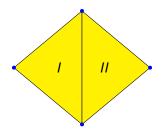


Represent folding by equivalence relation

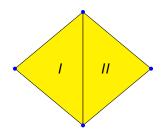
• Separate relation on vertices, edges and faces



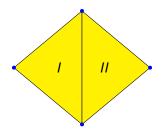
- Separate relation on vertices, edges and faces
- Two elements are equivalent if they are folded together



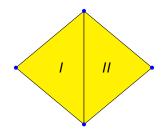
- Separate relation on vertices, edges and faces
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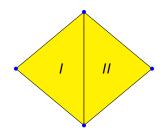
- Separate relation on vertices, edges and faces
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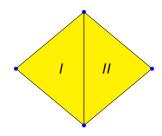
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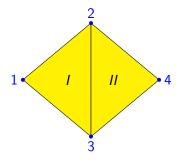
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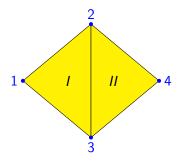
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- ⇒ Unordered folding is coarsening of equivalence relation

Choose two faces that are not folded together

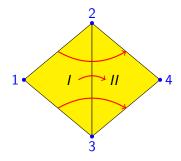
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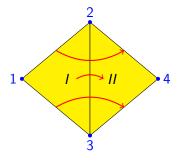
- Choose two faces that are not folded together
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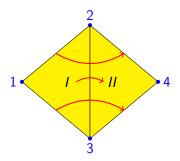
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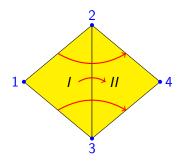
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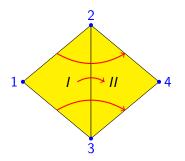


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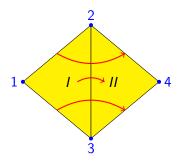
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Limitation of unordered folding

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Adding a linear order on each face equivalence class

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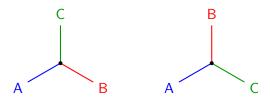


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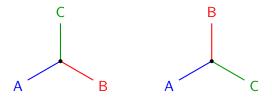
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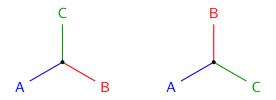


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- A linear ordering on each face equivalence class
- **3** A cyclical ordering of the faces around each edge equivalence class such that the orderings are compatible (in an appropriate sense).

To identify faces with each other, we have to combine those orderings.

• linear orderings get concatenated

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A folding complex is a polygonal complex together with

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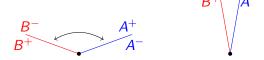
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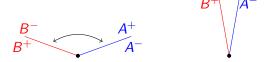
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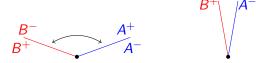
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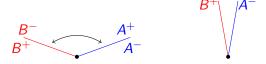
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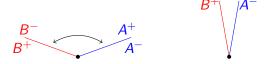
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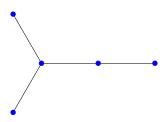
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- ⇒ Define folding by two face sides (folding plan)
- → Allows reversible (un)folding

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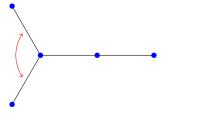
Structure of multiple foldings

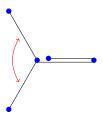
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→ more structure on the set of possible foldings

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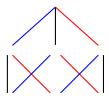
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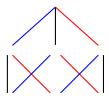
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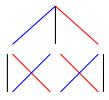






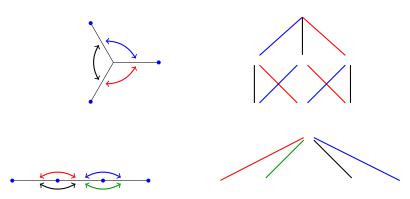
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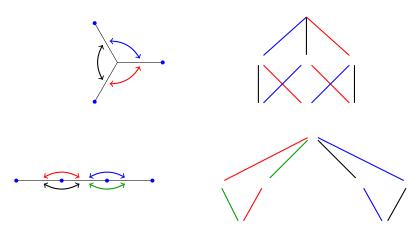




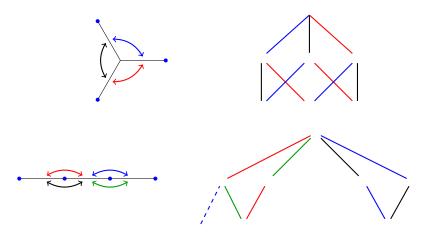
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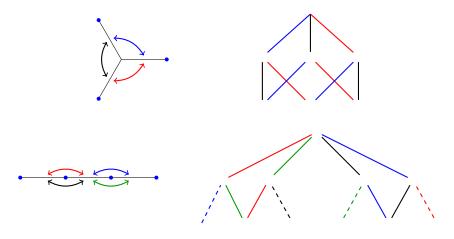
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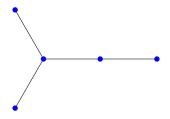


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- \Rightarrow If you know the folding structure of a small complex, you can't easily find the folding structure of an extended complex
- → Folding plans are not optimal to model folding.

Questions?